

IN THE CLAIMS:

The following is a complete listing of the claims indicating their present status and amendments made thereto.

1. (Currently Amended): A method of playing a bingo-type game, the method comprising the steps of:

generating an end game result of the bingo-type game indicative of whether a player has won or lost the bingo-type game; and

~~selecting~~ displaying an award representation of the end game result directly displayed upon and represented by a mechanical technological aid at an electronic play station;

wherein the mechanical technological aid is selected from the group of one or more mechanical spinning reels rotatable about at least one axle, one or more mechanical spinning wheels rotatable about at least one axle, one or more mechanical die rotatable about at least one axle, one or more mechanical playing cards rotatable about at least one axle, and combinations thereof.

2. (Canceled)

3. (Canceled)

4. (Previously Presented): A method as set forth in claim 1 further comprising the step of creating a first bingo card for a first player and a second bingo card for a second player that is different than the first bingo card and prior to the step of generating the end game result of the bingo-type game.

5. (Previously Presented): A method as set forth in claim 4 further comprising the step of generating at least one called number shared in common by the first and second players prior to the step of generating the end game result of the bingo-type game.

6. (Previously Presented): A method as set forth in claim 5 further comprising the step of reporting the at least one called number to the electronic play station for comparison to the first and second bingo cards after the at least one called number has been generated.

7. (Original): A method as set forth in claim 5 wherein the step of generating at least one called number comprises generating a plurality of called numbers.

8. (Original): A method as set forth in claim 7 wherein the called numbers are generated at the same time.

9. (Original): A method as set forth in claim 7 wherein the called numbers are generated in succession.

10. (Previously Presented): A method as set forth in claim 7 wherein the step of generating the end game result of the bingo-type game further comprises the step of determining whether the called numbers establish a game-ending pattern on any one of the first and second bingo cards.

11. (Currently Amended): A method as set forth in claim 10 wherein the step of ~~selecting~~ displaying the award representation of the end game result is in response to determining whether the game-ending pattern has been established on any one of the bingo cards.

12. (Previously Presented): A method as set forth in claim 11 further comprising the step of awarding a game-ending prize in response to determining whether the game-ending pattern has been established on any one of the bingo cards.

13. (Original): A method as set forth in claim 12 further comprising the step of requiring a daubing of the game-ending pattern prior to awarding the game-ending prize.

14. (Original): A method as set forth in claim 12 further comprising the step of providing an auto-daubing option prior to awarding the game-ending prize.

15. (Previously Presented): A method as set forth in claim 11 further comprising the step of ending the bingo-type game in response to determining whether the game-ending pattern has been established on any one of the bingo cards.

16. (Previously Presented): A method as set forth in claim 7 wherein the step of generating the result of the bingo-type game further comprises the step of determining whether the called numbers establish an interim pattern on any one of the bingo cards.

17. (Currently Amended): A method as set forth in claim 16 comprising the further step of ~~selecting~~ displaying an award representation of an interim game result directly displayed upon and represented by the mechanical technological aid in response to determining whether the interim pattern has been established on any one of the bingo cards.

18. (Previously Presented): A method as set forth in claim 17 further comprising the step of awarding an interim prize in response to determining whether the interim pattern has been established on any one of the bingo cards.

19. (Original): A method as set forth in claim 18 further comprising the step of requiring a daubing of the interim pattern prior to awarding the interim prize.

20. (Original): A method as set forth in claim 18 further comprising the step of providing an auto-daubing option prior to awarding the interim prize.

21. (Previously Presented): A method as set forth in claim 1 further comprising the step of determining whether a plurality of players are playing the bingo-type game prior to generating the end game result of the bingo-type game.

22. (Currently Amended): A method of playing a bingo-type game, said method comprising the steps of:

creating a bingo card;

generating at least one called number;

determining whether the at least one called number establishes at least one of a game-ending pattern or an interim pattern on the bingo card;

generating an end game result of the bingo-type game correlating to the determination of whether the at least one called number establishes at least one of the patterns; and

~~selecting~~ displaying an award representation of the end game result displayed directly upon and represented by a mechanical technological aid at an electronic play station;

wherein the mechanical technological aid is selected from the group of one or more mechanical spinning reels rotatable about at least one axle, one or more mechanical spinning wheels rotatable about at least one axle, one or more mechanical die rotatable about at least one axle, one or more mechanical playing cards rotatable about at least one axle, and combinations thereof.

23. (Canceled)

24. (Canceled)

25. (Previously Presented): A method as set forth in claim 22 wherein the step of generating the end game result of the bingo-type game further comprises the step of reporting the at least one called number to the electronic play station for comparison to the bingo card after the at least one called number has been generated.

26. (Original): A method as set forth in claim 22 wherein the step of generating at least one called number comprises generating a plurality of called numbers.

27. (Original): A method as set forth in claim 26 wherein the called numbers are generated at the same time.

28. (Original): A method as set forth in claim 26 wherein the called numbers are generated in succession.

29. (Original): A method as set forth in claim 22 further comprising the step of awarding a prize in response to determining whether the game-ending pattern or the interim pattern has been established on the bingo card.

30. (Original): A method as set forth in claim 29 further comprising the step of requiring a daubing of the game-ending pattern or the interim pattern prior to awarding the prize.

31. (Original): A method as set forth in claim 29 further comprising the step of providing an auto-daubing option prior to awarding the prize.

32. (Currently Amended): An apparatus for playing a bingo-type game, said apparatus comprising:

a server for generating at least one called number that correlates to a result of said bingo-type game;

a plurality of electronic play stations in operative communication with said server and comprising respective mechanical technological aids; and

a plurality of award representations carried directly and simultaneously by each one of said mechanical technological aids, wherein an award representation of the plurality of award representations is ~~selected~~ displayed for visual display; [[and]]

wherein said server creates a plurality of bingo cards and communicates said created plurality of bingo cards to said respective ones of the plurality of electronic play stations, wherein said at least one called number is compared to said plurality of bingo cards to determine whether said at least one called number establishes at least one of a game-ending pattern or an interim pattern on any one of said plurality of bingo cards;

wherein said mechanical technological aids are selected from the group of one or more mechanical spinning reels rotatable about at least one axle, one or more mechanical spinning wheels rotatable about at least one axle, one or more mechanical die rotatable about at least one axle, one or more mechanical playing cards rotatable about at least one axle, and combinations thereof.

33. (Canceled)

34. (Previously Presented): An apparatus as set forth in claim 32 wherein each one of said plurality of electronic play stations further comprise a controller for creating a respective one of the plurality of bingo cards, wherein said at least one called number is compared to said plurality of bingo cards to determine whether said at least one called number establishes at least one of a game-ending pattern or an interim pattern on at least one of said plurality of bingo cards.

35. (Previously Presented): An apparatus as set forth in claim 34 wherein said server compares said at least one called number to said plurality of bingo cards to determine whether at least one of said game-ending pattern or said interim pattern has been established on at least one of said plurality of bingo cards.

36. (Previously Presented): An apparatus as set forth in claim 34 wherein said controller of each one of said plurality of electronic play stations compares said at least one called number to each one of said plurality of bingo cards to determine whether at least one of said game-ending pattern or said interim pattern has been established on at least one of said plurality of bingo cards.

37. (Previously Presented): An apparatus as set forth in claim 36 wherein said controller of each one of said plurality of electronic play stations is in operative communication with said mechanical technological aid of each one of said plurality of electronic play stations for displaying said result of said bingo-type game.

38. (Previously Presented): An apparatus as set forth in claim 32 wherein said server and said plurality of electronic play stations communicate via an Ethernet network.

39. (Original): An apparatus as set forth in claim 32 wherein said server generates a plurality of called numbers.

40. (Previously Presented): An apparatus as set forth in claim 39 wherein said plurality of called numbers are generated by said server at the same time.

41. (Previously Presented): An apparatus as set forth in claim 39 wherein said plurality of called numbers are generated by said server in succession.

42. (Previously Presented): An apparatus as set forth in claim 32 wherein said server is local relative to said plurality of electronic play stations.

43. (Previously Presented): An apparatus as set forth in claim 32 wherein said server is remote relative to said plurality of electronic play stations.

44. (Previously Presented): An apparatus as set forth in claim 34 wherein each one of said plurality of electronic play stations further comprises a video display section and a mechanical display section with a respective one of said plurality of bingo cards and said at least one called number displayed on said video display section and with said mechanical technological aid disposed within said mechanical display section.

45. (Original): A method of playing said bingo-type game with the apparatus of claim 32.

46. (Currently Amended): A program product for playing a bingo-type game wherein said program product code is stored on computer readable media and comprises:

a result program code for generating an end game result of the bingo-type game;
and

a display program code for ~~selecting~~ displaying an award representation of the end game result displayed directly upon and represented by a mechanical technological aid at an electronic play station;

wherein the mechanical technological aid is selected from the group of one or more mechanical spinning reels rotatable about at least one axle, one or more mechanical spinning wheels rotatable about at least one axle, one or more mechanical die rotatable about at least one axle, one or more mechanical playing cards rotatable about at least one axle, and combinations thereof.

47. (Canceled)

48. (Canceled)

49. (Currently Amended): A method of playing a bingo-type game, the method comprising the steps of:

creating at least one bingo card for each one of at least one player;

generating at least one called number common for all of the at least one player;

determining whether the at least one called number establishes at least one of a game-ending pattern on the at least one bingo card;

generating at least one end game result of the bingo-type game for each one of the at least one player;

~~selecting~~ displaying for visual display a win representation of a plurality of representations displayed directly upon and represented by a mechanical technological aid if a respective one of the at least one end game result is a win for a respective one of the at least one player; and

~~selecting~~ displaying for visual display a ~~[[lose]]~~ loss representation of the plurality of representations if the respective one of the at least one end game result is a ~~[[lose]]~~ loss for the respective one of the at least one player;

wherein the mechanical technological aid is selected from the group of one or more mechanical spinning reels rotatable about at least one axle, one or more mechanical spinning wheels rotatable about at least one axle, one or more mechanical die rotatable about at least one axle, one or more mechanical playing cards rotatable about at least one axle, and combinations thereof.

50. (Currently Amended): A method of providing an electronic bingo-type game, said method comprising the steps of:

creating a first bingo card for a first player playing at a first electronic play station;

generating at least one called number;

determining whether the at least one called number establishes a game-ending pattern on the first bingo card;

generating an end game result of the bingo-type game;

~~selecting~~ displaying a win representation and displaying directly on a mechanical aid of the play station if the player has won the game; and

~~selecting~~ displaying a ~~[[lose]]~~ loss representation and displaying directly on the mechanical aid if the player has lost the game;

wherein the mechanical technological aid is selected from the group of one or more mechanical spinning reels rotatable about at least one axle, one or more mechanical spinning wheels rotatable about at least one axle, one or more mechanical die rotatable about at least one axle, one or more mechanical playing cards rotatable about at least one axle, and combinations thereof.

51. (Previously Presented): The method of providing the electronic bingo-type game set forth in claim 50 comprising the steps of:

creating a second bingo card for a second player playing at a second electronic play station; and

sharing the same at least one called number between the first and second play stations.

52. (Canceled)

53. (Canceled)

54. (Previously Presented): The method of providing the electronic bingo-type game set forth in claim 50 comprising the further step of displaying the first bingo card on a video display at the first electronic play station.

55. (Currently Amended): The method of providing the electronic bingo-type game set forth in claim [[1]] 50 wherein the mechanical aid carries a plurality of award representations and spins prior to displaying the selected one of the award representations.